3 skill checks DC 10, 12, 14. After every lost skill check loose a day on searches of tracks.

After every successful skill check (except the last one) – a challenge

1. 3 chairs and 1 table (all are mimics) with some papers on them
2. Mushroom field DC 13 Constitution or suffer 1d6 dmg and **shrooms in lungs status**
3. Fu feng and 2 iron guards (fu feng cannot summon more with his villain abilities)